

<p align="center"><b>6 DETERMINATION OF BLOODSTAIN PATTERN CATEGORIES</b></p>	<p align="center">Page 1 of 1</p>
<p align="center"><b>Division of Forensic Science</b></p> <p align="center"><b>BLOODSTAIN PROCEDURES MANUAL</b></p>	<p>Amendment Designator:</p>
	<p>Effective Date: 15-October-2004</p>
<p align="center"><b>6 DETERMINATION OF BLOODSTAIN PATTERN CATEGORIES</b></p> <p><b>6.1 Size, Shape and Distribution of Stains</b></p> <p>6.1.1 By studying the size, shape and distribution of stains at a scene or found on items of evidence, the stains may be placed in one of the following categories.</p> <p>6.1.1.1 Passive (Falling/Dripping)</p> <p>Blood drop created or formed by the force of gravity acting alone. These are characterized by larger, circular stains.</p> <p>6.1.1.2 Projected</p> <p>Blood is being propelled or expelled by a force greater than gravity, such as:</p> <p>6.1.1.2.1 Cast-off – Blood being released or projected off of a blood bearing object in motion, usually on a backswing. Cast-off patterns are characterized by clusters from sudden termination or “in-line” staining.</p> <p>6.1.1.2.2 Expired – Blood being blown out of a nose, mouth, or wound as a result of air pressure or air flow. Expired patterns may display similar characteristics of impact spatter but differ in pattern continuity.</p> <p>6.1.1.3 Arterial Spurting/Gushing</p> <p>Blood exiting the body from a breached artery. Arterial patterns are characterized by larger volume stains and may show pressure variations due to the injury.</p> <p>6.1.1.4 Impact</p> <p>Blood being compressed by some force causing it to be broken into smaller droplets. These stains are characterized by various sizes and random distribution.</p> <p>6.1.1.5 Contact</p> <p>The possibilities of characteristics range from a rough object outline to fine detail (such as a bloody fingerprint) and/or “feathering” (which may indicate directionality of motion).</p> <p>6.1.1.5.1 Transfer – Blood being transferred from a bloody object or surface to a non-bloody object or surface.</p> <p>6.1.1.5.2 Swipe – Blood being transferred from a bloody object or surface to a non-bloody object or surface with motion.</p> <p>6.1.1.5.3 Wipe – Existing blood being disturbed by an object.</p> <p align="right">◆End</p>	